



SR0114

LRB102 15920 MST 21289 r

1 SENATE RESOLUTION

2 WHEREAS, COVID-19 created unprecedented circumstances that
3 changed the lives of all Illinoisans; and

4 WHEREAS, Changes in consumer behavior are likely to
5 continue after the virus has run its course; and

6 WHEREAS, The COVID-19 pandemic made many Illinoisans wary
7 of leaving their homes for nonessential activities and forced
8 many casinos to close their doors for the safety of their
9 patrons and employees; and

10 WHEREAS, Internet gaming is partially immune to pandemics
11 due to the remote nature of this type of gaming; and

12 WHEREAS, States with legal and available internet gaming,
13 such as New Jersey, Pennsylvania, and Delaware, were able to
14 generate revenue during the COVID-19 pandemic; and

15 WHEREAS, Nationwide, in the few states that offer it,
16 internet gaming earned approximately \$402.7 million in gross
17 gaming revenue during the second quarter of 2020, a more
18 productive quarter than national sports betting operations
19 have had to date, according to the American Gaming
20 Association; and

1 WHEREAS, An internet gaming law in Illinois that permits
2 online table games, slots, and poker with consumer safeguards,
3 a privilege tax on the adjusted gross gaming revenue wagered
4 on internet gaming platforms, and licensing fees has the
5 potential to increase revenue to the State during the COVID-19
6 pandemic; therefore, be it

7 RESOLVED, BY THE SENATE OF THE ONE HUNDRED SECOND GENERAL
8 ASSEMBLY OF THE STATE OF ILLINOIS, that on or before May 1,
9 2021 the Illinois Gaming Board is urged to deliver a report to
10 the Illinois Senate that includes, at a minimum, detailed
11 estimates of the revenue that could have been generated
12 through a privilege tax if Illinois had implemented internet
13 gaming beginning February 28, 2020; and be it further

14 RESOLVED, The report should include, at a minimum,
15 estimates of revenue that could be generated with a privilege
16 tax imposed on the adjusted gross gaming revenue wagered on
17 internet gaming platforms at the following rates:

18 (a) 12%;

19 (b) 15%;

20 (c) 16%;

21 (d) 15% of the adjusted gross revenue up to and
22 including \$25 million and 20% of the adjusted gross
23 revenue in excess of \$25 million; and

1 (e) Any other rate the Illinois Gaming Board deems
2 appropriate to consider; and be it further

3 RESOLVED, That a suitable copy of this resolution be
4 delivered to the Illinois Gaming Board.